



University of
Pittsburgh

Algorithms and Data Structures 2

CS 1501

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(Slides are adapted from Dr. Ramirez's and Dr. Farnan's CS1501 slides.)

Announcements

- Upcoming deadlines:
 - Homework 8 due on 3/21
 - Lab 8 due on 3/25
 - Homework 9 due on 3/28
 - Assignment 2 due on 3/28

Previous lecture ...

- Minimum Spanning Tree Problem

CourseMIRROR Reflections (most confusing)

- how to assign the value for each edge
- The process for finding an articulation point algorithmically was most confusing
- Why low is the minimum of $\text{num}(v)$, $\text{num}(w)$, lowest $\text{low}(w)$
- The method of visiting every node of a weighted graph using the path with the lightest weight was most confusing.

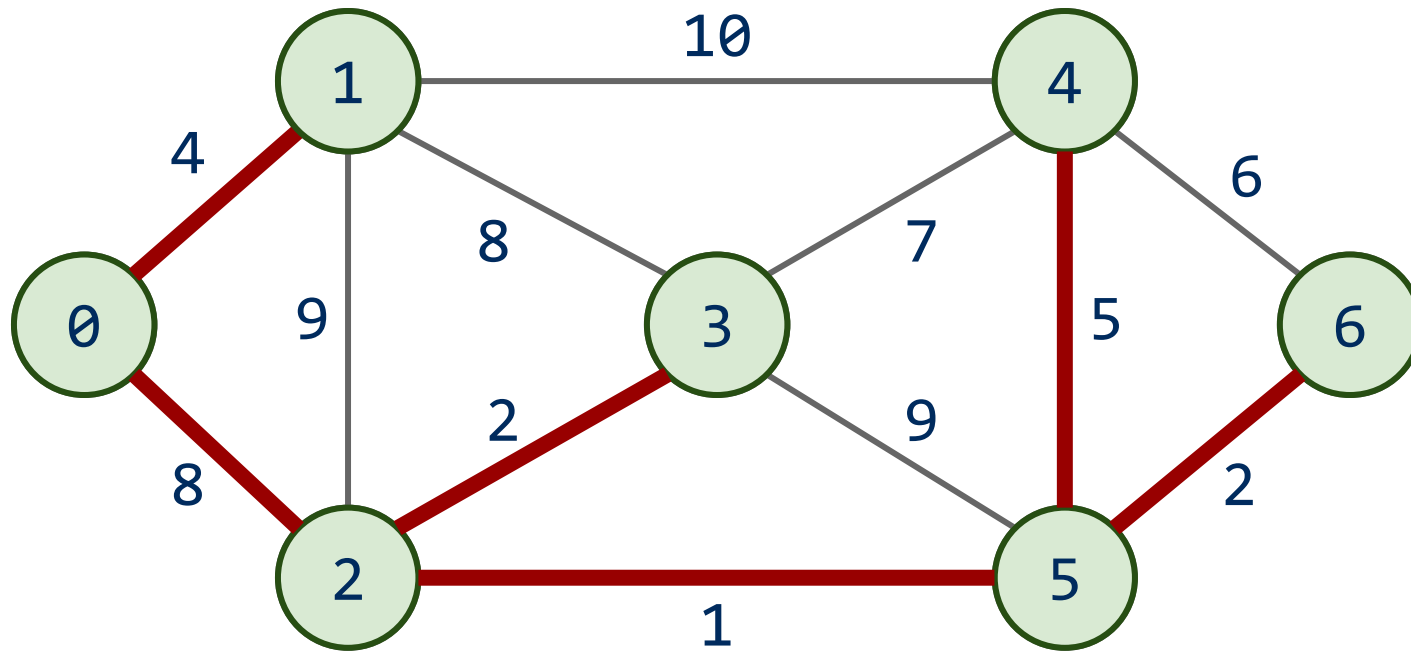
CourseMIRROR Reflections (most interesting)

- Tracing through Depth First and Breadth First Searches
- Low value tracking
- Algorithm for finding articulation points
- The idea of a weighted graph was most interesting.
- I found it interesting how back edges helped with finding articulation nodes
- The simplicity and correctness of Prim's algorithm
- The articulation point algorithm and minimizing costs with connections

Problem of the Day

- **Neighborhood connectivity project**
 - We want to keep a set of neighborhoods connected with the minimum cost possible
- **Input:** A set of neighborhoods and a file with the following format:
 - neighborhood i, neighborhood j, cost of connecting the two neighborhoods
 - ...
- **Output:** A set of neighborhood pairs to be connected and a total cost
 - We can go from any neighborhood to any other (**connected**)
 - The total cost should be minimum (i.e., as small as it can be) (**minimal cost**)

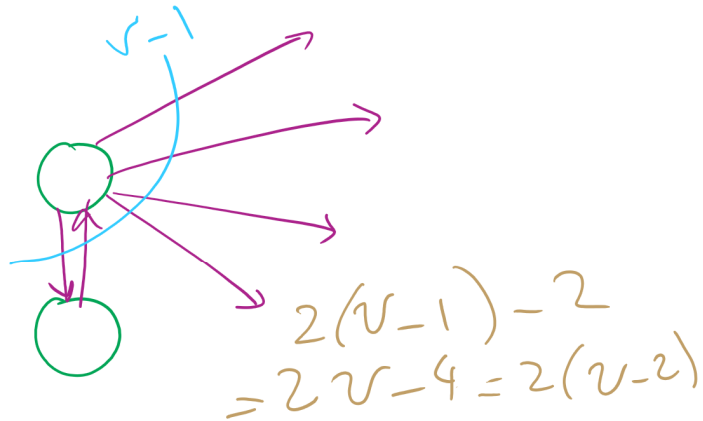
Prim's algorithm



Runtime of Prim's

- At each step, check all possible edges
- For a complete graph:
 - First iteration:
 - $v - 1$ possible edges
 - Next iteration:
 - $2(v - 2)$ possibilities
 - Each vertex in T shared $v-1$ edges with other vertices, but the edges they shared with each other already in T
 - Next:
 - $3(v - 3)$ possibilities
 - ...
- Runtime:
 - $\sum_{i=1}^{v-1} (i * (v - i))$
 - Evaluates to $\Theta(v^3)$

Analysis of Naïve implementation of Prim's MST Algorithm

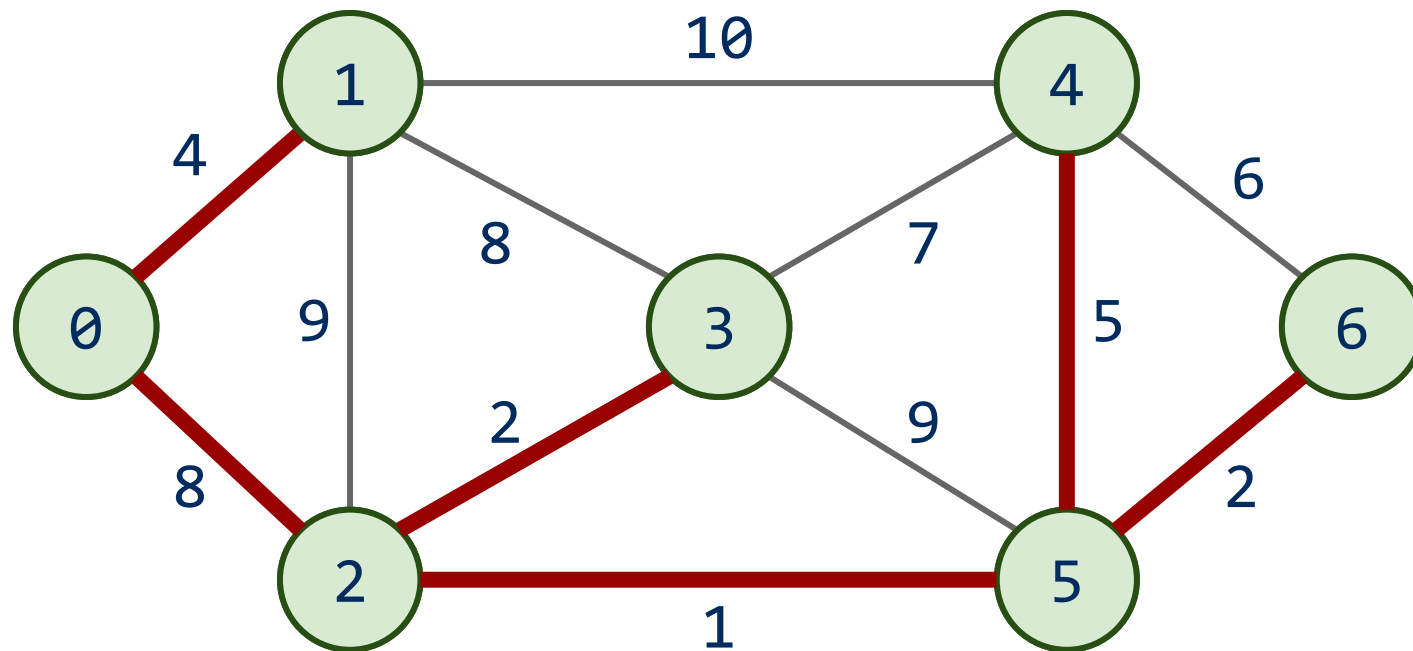


$$\begin{aligned}
 & (v-1) + 2(v-2) + 3(v-3) + \dots \\
 &= \sum_{i=1}^v i(v-i) \\
 &= \Theta(\text{\#terms} \times \text{largest term}) \\
 &= \Theta\left(v \times \frac{v}{2}\left(v - \frac{v}{2}\right)\right) \\
 &= \Theta(v \times cv^2) = \Theta(v^3)
 \end{aligned}$$

Do we need to look through all remaining edges?

- No! We only need to consider the *best* edge possible for each vertex!

Prim's algorithm

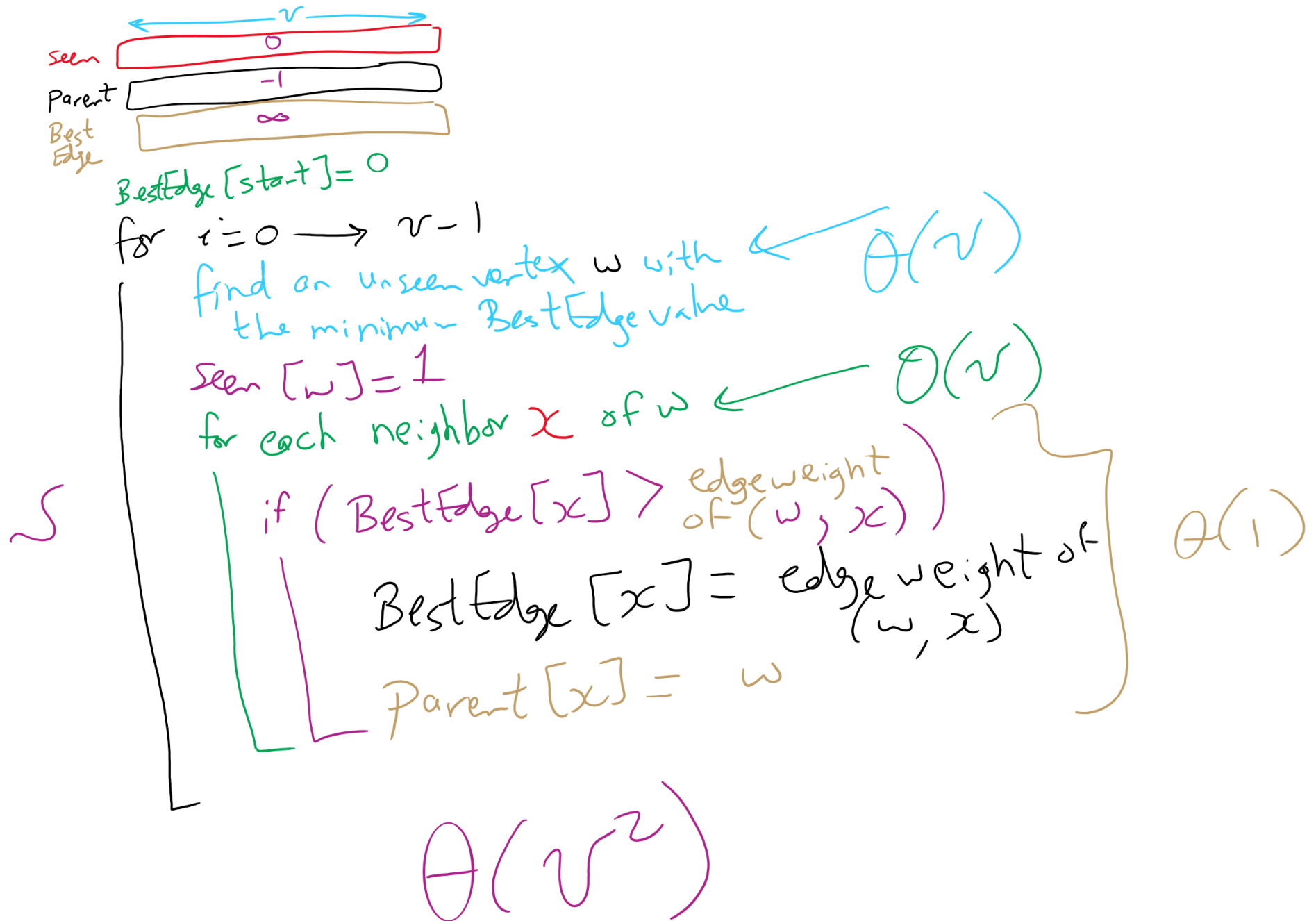


	0	1	2	3	4	5	6
Parent:	--	0	0	2	5	2	5
Best Edge:	0	4	8	2	5	1	2

OK, so what's our runtime?

- For every vertex we add to T , we'll need to check all of its neighbors to check for edges to add to T next
 - Let's assume we use an adjacency matrix:
 - Takes $\Theta(v)$ to check the neighbors of a given vertex
 - Time to update parent/best edge arrays?
 - Time to pick next vertex?
 - What about with an adjacency list?

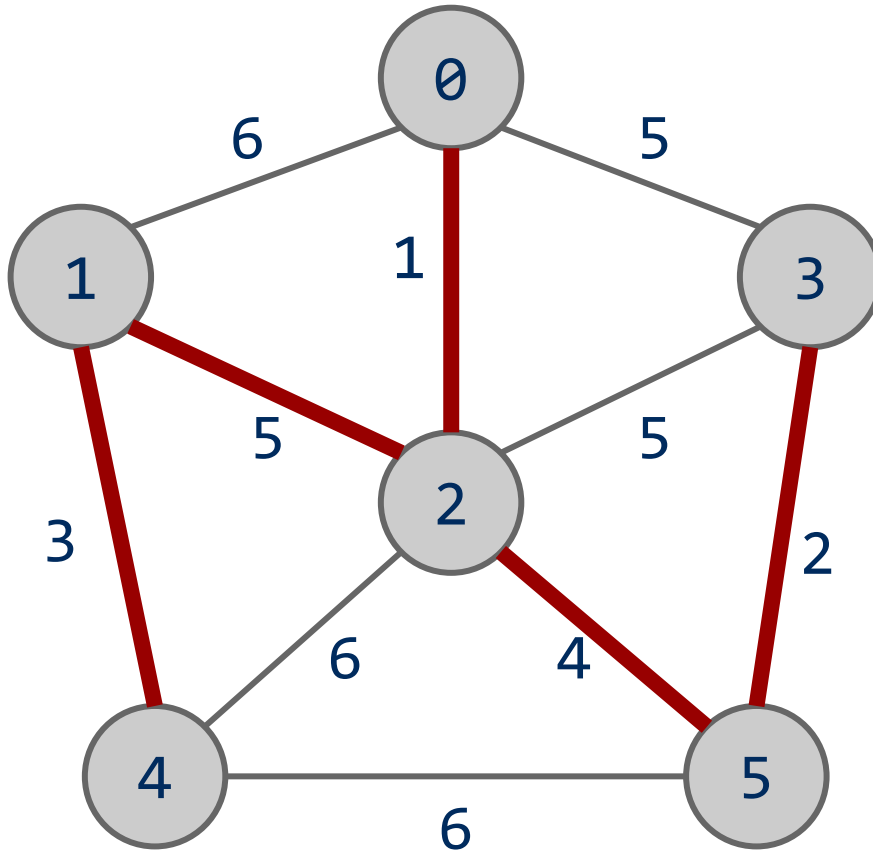
Prim's MST Algorithm



Another MST algorithm

- Kruskal's MST:
 - Insert all edges into a PQ
 - Grab the min edge from the PQ that does not create a cycle in the MST
 - Remove it from the PQ and add it to the MST

Kruskal's example



PQ:

1: (0, 2)

2: (3, 5)

3: (1, 4)

4: (2, 5)

5: (2, 3)

5: (0, 3)

5: (1, 2)

6: (0, 1)

6: (2, 4)

6: (4, 5)

Kruskal's runtime

- Instead of building up the MST starting from a single vertex, we build it up using edges all over the graph
- How do we efficiently implement cycle detection?

Kruskal's Runtime: Take 1

e iterations

remove

$\log e$

cycle
detection

$\Theta(v + e)$

DFS/BFS

$$e(v + e) = \Theta(e^2)$$

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